

# Golf simulator

2a.

- The computing innovation that is represented in my computational artifact is called a golf simulator.
- The purpose and function of a golf simulator is to help with your swing and game indoors instead of outdoors.
- A golf simulator is used indoors .There is a screen that projects a hole and an ipad or some type of tablet to sensor your moves. When you swing at your ball it will hit the screen and the ipad/tablet will sensor your moves and tell you how far your body went based on your swing.

2b.

- I used google drawings to type out all the things that are on my artifact.for the pictures i went on google and just searched up golf simulators.i got all of my facts from searching up and looking on websites that wrote about how and what golf simulators do/help with.

2c.

- A beneficial effect of the golf simulator is getting to practice your swing and play indoors whenever you want. A harmful effect it could have is if the ipad/tablet stops working and doesn't censor your moves the correct way it will tell you the wrong distances.

2d.

- The data my innovation uses is an ipad or a tablet.
- The golf simulator produces data by collecting the information on how you swung the ball, how you were standing, and how far the ball was going to go.
- One concern may be is the computing part might not get the exact yardage so it will give you a weird number.

[https://www.golflink.com/facts\\_6711\\_golf-simulators-work.html](https://www.golflink.com/facts_6711_golf-simulators-work.html)

<https://entertainment.howstuffworks.com/sports/golf/basics/golf-simulators.htm>